IN THE CLAIMS:

1-14:   (Canceled)

15.   (Currently Amended) A method for interacting with a-television content, the method comprising:

receiving the television content and displaying the television content on a display system;

enabling a user of a computer that is connected over a network to interact with the television content by responding to one or more events that are depicted with audio-video events in the television content and which are not part of any electronic programming guide (EPG), wherein enabling the user of the computer includes providing a user interface that enables the user to interact with the television content through manipulation of the user interface;

transmitting, from over the network, an input from the computer corresponding to the user responding to the one or more audio-video events to the source associated with the television content, so as to enable the input to be interactive with the television content; and

providing for the audio-video content to be altered based at least in part on input received from the user that are responses to the audio-video events.

16.   (Previously Presented) The method of claim 15, wherein the display system includes a display combined with a separate or integrated set-top box.

17.   (Previously Presented) The method of claim 15, wherein receiving the television content includes receiving the television content as part of a broadcast.

18.   (Previously Presented) The method of claim 15, wherein receiving the television content includes receiving the television content transmitted over the network to the computer.

19-22. (Canceled)

23.   (Previously Presented) The system of claim 17, wherein receiving the television content includes receiving the television content on a set-top box.

24.   (Currently Amended) The system of claim 17, wherein receiving the television content includes receiving ~~the~~ the television content on the display device.

25-29. (Canceled)

30.   (Previously Presented) A method for interacting with a display device, the method comprising:
        receiving a signal that carries a television program;
        displaying audio and video content included as part of the television program from the signal, the audio and video being content of a type that is not electronic programming guide (EPG) content;
        enabling a user to manipulate a computer to respond to one or more events that are depicted as actions or events in the audio and video content of the television program;
        wherein enabling the user includes using the computer to signal an input corresponding to the user's manipulation of the computer over a network to a destination that is associated with the television program and;
        providing for the audio and video content to be altered based at least in part on input received from the user.

31.   (Previously Presented) The method of claim 30, wherein receiving a signal includes receiving an interactive television signal that is communicated through a broadcast, digital cable connection, or the Internet.

32.   (Previously Presented) A method for interacting with a display device, the method comprising:
        processing a multimedia signal in order to display an audio-video content from

the multimedia signal on the display device;

enabling the user to use a computer to respond to one or more audio-video events in at least a portion of the audio-video content, the one or more audio-video events being of a type that is not electronic programming guide (EPG) content, wherein enabling the user to respond includes receiving input from over a network corresponding to the user manipulating the computer that is in wireless communication with the network;

enabling the input received from the user to be communicated over the network to one or more participants who are also viewing and able to interact with the one or more audio-video events by separately processing a different multimedia signal; and

providing for the audio and video content to be altered based at least in part on input received from the user.

33-37. (Canceled)

38.   (Currently Amended) A system for providing a broadcast content to a user, the system comprising:

a computer including a graphic user interface and an operating system, the computer being coupled to a network;

a receiver system coupled to the network, wherein the receiver system is configured to receive audio and video of the broadcast content;

wherein the broadcast content is communicated to a plurality of receiving systems at the same time, including to the receiving system of the user and to other receiving systems of other users; and

wherein the computer is configured to enable the user to enter one or more inputs in response to occurrence of one or more audio-video events in at least a portion of the broadcast, the one or more audio-events corresponding to content that is of a type that is not electronic programming guide (EPG) content;

wherein computer is connected over the network to a source associated with the broadcast content, so that the one or more inputs are communicated over the network to the source; and

wherein the system is configured to provide for the broadcast content to be altered

based at least in part on input received from the ~~user~~user.

39. (Previously Presented) The system of claim 38, further comprising a display device for displaying the video from the broadcast content.

40. (Previously Presented) The system of claim 39, wherein the computer is operable to enable a user to communicate a command for the display device or the receiver system.

41. (Previously Presented) The system of claim 38, wherein the receiver system includes a console or a set-top box.

42. (Previously Presented) The system of claim 38, wherein the computer is coupled to a Wireless Fidelity network.

43. (Previously Presented) The system of claim 38, wherein the broadcast content is provided by a television signal, and wherein the receiver system is configured to receive and use the television signal.

44. (Previously Presented) The system of claim 38, wherein the television signal is interactive.

45. (Canceled)

46. (Currently Amended) A system for providing a broadcast to multiple users, the system comprising:

a plurality of computers for communicating with a plurality of receiver systems, wherein each computer includes a graphic user interface and an operating system, and wherein each computer is connected to a wide-area network;

wherein each computer is configured to communicate with a corresponding one of the plurality of receiver systems over the network, each receiver system receiving the broadcast containing audio and video content independent of the other receiving systems and communicating at least a portion of the broadcast to the corresponding one of the

computers using the network;

wherein each computer is configured to enable the user to enter one or more inputs in response to occurrence of (i) one or more audio-video events ~~a~~in the broadcast that correspond to content of a type that is not electronic programming guide (EPG) content, and (ii) one or more inputs from any of the other computers in the plurality of computers communicating with corresponding receiving systems and which ~~that~~ include an input from another user responding to the one or more audio-video events; and

wherein events in the audio video content ~~is~~are altered based on and responsive to the input from the ~~palmtop~~ computer.

47.   (Canceled)

48.   (Canceled)

49.   (Previously Presented) The method of claim 15, wherein the one or more events are depicted as non-textual.

50.   (Currently Amended) The method of claim 15, wherein the one or more events corresponds to a figure communicating a question, and wherein the input from the user corresponds to a reply to the question.

51.   (Previously Presented) The method of claim 50, wherein the figure communicating a question is a person participating in a game show.

52.   (Canceled)

53.   (Canceled)

54.   (Previously Presented) The method of claim 15,

wherein receiving the television content includes receiving a television program that includes one or more audio video events that depict a person asking questions,

wherein enabling the user of the computer to interact includes enabling the user to respond to the person asking questions.

55.   (Previously Presented) The method of claim 54, wherein enabling the user to respond to the person asking questions includes enabling the user to respond to the source associated with the television content.

56.   (Previously Presented) The method of claim 15, wherein the source corresponds to a television studio.

57.   (Previously Presented)   The method of claim 15,
        wherein receiving the television content includes receiving a television game show program, and
        wherein enabling the user of the computer to interact includes enabling the user to participate in the television game show with one or more other persons that are remote to the user.

58.   (Previously Presented) The method of claim 30, wherein the one or more events are depicted as non-textual.

59.   (Currently Amended) The method of claim 30, wherein the one or more events corresponds to a figure communicating a question, and wherein the input from the user corresponds to a reply to the question.

60.   (Previously Presented) The method of claim 59, wherein the figure communicating a question is a person participating in a game show.

61.   (Canceled)

62.   (Canceled)

63.   (Previously Presented) The method of claim 30, wherein the destination corresponds to a television studio for the television program.

64.   (Previously Presented) The method of claim 30, wherein enabling the user to manipulate the computer to respond to the one or more events includes enabling the user to respond to a person that is depicted by the audio and video content.

65.   (Previously Presented) The method of claim 30, wherein enabling the user to manipulate the computer to respond to the one or more events includes enabling the user to initiate a purchase in a response to the one or more events.

66.   (Previously Presented) The method of claim 32, wherein the one or more audio-video events are depicted as non-textual.

67.   (Previously Presented) The method of claim 32, wherein the one or more audio-video events corresponds to a figure communicating a question, and wherein the input from the user corresponds to a reply to the question.

68.   (Previously Presented) The method of claim 67, wherein the figure communicating a question is a person participating in a game show.

69.   (Previously Presented) The method of claim 32, further comprising combining the input from the user with other inputs from other users who communicate their respective input over the network.

70.   (Previously Presented) The method of claim 32, further comprising subsequently receiving and incorporating the input from the user into the program.

71.   (Previously Presented) The system of claim 38, wherein the one or more audio-video events are depicted as non-textual.

72.   (Previously Presented) The system of claim 38, wherein the one or more audio-video events corresponds to a figure communicating a question, and wherein the input from the user corresponds to a reply to the question.

73.   (Previously Presented) The system of claim 72, wherein the figure communicating a question is a person participating in a game show.

74.   (Previously Presented) The system of claim 38, further comprising combining the input from a user of the computer with other inputs from other users who communicate their respective input over the network.

75.   (Previously Presented) The system of claim 74, further comprising subsequently receiving and incorporating the input from the user into the program.

76.   (Canceled)

77.   (Currently Amended) The system of claim 38, wherein the one or more audio-video events are depicted as non-textual and the future audio-video events ~~and~~are not predetermined.

78.   (Currently Amended) The system of claim 46, wherein the one or more events corresponds to a figure communicating a question, and wherein the input from the user corresponds to a reply to the question.

79.   (Previously Presented) The system of claim 78, wherein the figure communicating a question is a person participating in a game show.

80.   (Previously Presented) The system of claim 46, further comprising combining the input from the user with other inputs from other users who communicate their respective input over the network.

81.   (Previously Presented) The system of claim 46, further comprising subsequently receiving and incorporating the input from the user into the program.

82.   (Previously Presented) A method for providing interactive television content, the method comprising:

providing the television content, so that the television content can be displayed on a display system of a plurality of users;

enabling a user of a computer that is connected to a network to use the network to interact with and respond to one or more events that are depicted as audio-video in the television content, the one or more events being provided as content that is of a type that is not electronic programming guide (EPG) content;

wherein enabling the user of the computer includes providing the computer with a user interface that enables the user to respond to the one or more events through manipulation of the user interface, the user's manipulation are communicated as input across the network to a source that is associated with the television content;

altering audio or video in the television content based on and responsive to the input from the computer.

83.   (Previously Presented) A method for interacting with a display device, the method comprising:

processing a multimedia signal transmitted to a user in order to display an audio-video content from the multimedia signal on a display system and on a computer;

enabling the user to use the computer to respond to one or more audio-video events depicted in at least a portion of the audio-video content, the one or more audio-video events being of a type that is not electronic programming guide (EPG) content, wherein enabling the user to respond includes receiving input from over a network corresponding to the user manipulating the computer that is in wireless communication with the network; and

altering audio or video in the audio-video content displayed to the user based on and responsive to the input received from the user.